

Owen Hellum

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Software

Unity, Blender, Adobe suite, GitHub, Substance Painter, Microsoft Office, Trello

Skills and Qualifications

- Extensive knowledge and use of Unity (2D and 3D) and C#
- Blender 3D modeling, lighting, texturing, rigging, animating, and rendering
- C++, Java, and JavaScript development experience
- Asset management and source control
- Proficiency with the Adobe suite (Illustrator, Photoshop, InDesign, Premiere Pro)
- Knowledgeable with the Microsoft Office suite (Word, Excel, PowerPoint, etc.)
- Native English speaker with fluent French professional capacity

Education

Bachelor of Computer Science

Computer Applications / Computation Arts Major - Concordia University (2019 - present) (CGPA 3.47)

Ontario Secondary School Diploma

Bowmanville High School (2015 - 2019)

Experience

GAMERella (November 2023, November 2022)

Mentor / Organizer

- Organized team-making session
- Provided guidance and experience to first-time game jammers
- Coordinated opening and closing ceremonies
- Ran preliminary workshops
- Facilitated access to game making opportunities for marginalized individuals

Technoculture, Arts and Games Lab (TAG) (November 2022 - present)

Undergraduate Student Representative (volunteer)

- Organize student meetings
- Welcome new members to the lab
- Run in-lab club events and meetings
- Provide resources and advocacy for student members

Milieux “The Commons” Expo (September 2023)

Project Presenter (Activating Games: Hosted Gaming Sessions - UNDERSCORE)

- Submitted and was accepted to demonstrate my work in the 2023 Milieux Institute Expo
- Hosted live-play sessions of a developed game, “UNDERSCORE”
- Contributed to discussion regarding the event’s theme, programming, and artists’ works

Health-X Lab (May - August 2023, May - August 2022, May - August 2021)

Research Assistant, Concordia Undergraduate Student Research Award (CUSRA) recipient

- Developed Virtual Reality systems in Unity for neurosurgical planning and education
- Wrote, edited, submitted, and published academic papers for research studies
- Developed and tested novel techniques for User Experience design in Virtual Reality
- Self-motivated and organized under the guidance of a supervisor
- Succeeded in filing a patent for a system developed

Projects

Indie Tools Programmer on Descant Dialogue Manager (github.com/owmacohe/Descant)

Unity, C# (September 2023 - ongoing)

- Undertook market surveys and intensive pre-production planning
- Developed an add-on Unity Package for editing, saving, and running game dialogue
- Expanded upon the project with an innovative component-based framework
- Experimented with and developed in an academic context

Indie Developer on My Friend Aki (myfriendaki.com)

Unity (3D), Blender, C#, NiEngine, Trello (May 2023 - ongoing)

- Implemented environmental puzzle design
- Edited and added to pre-existing game engine design
- Wrote code for system events, user interaction, menus, etc.
- Modelled, textured, rigged, and implemented various 3D assets
- Managed project resources, production schedules, and publication pipelines
- Undertook extensive playtesting and user experience feedback

Indie Developer on UNDERSCORE (omch.itch.io/underscore)

Unity (3D), Blender, C# (March 2023 - September 2023)

- Designed and implemented a quick and intuitive dialogue system
- Experimented with novel narrative game choices and design
- Modelled, textured, rigged, and implemented various 3D assets
- Wrote and analyzed extensive narrative dialogue

Indie Developer on Last Breath of a New Empire (omch.itch.io/last-breath)

Unity (3D), C# (2022)

- Wrote code for novel narrative system and advancement metrics
- Designed generative game map
- Wrote dialogue and branching narratives

Interests

Game design, Computation arts, Animation, Games research, Web design, Film, Graphic design, Human-Computer Interaction, Theatre, Photography